



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 29, 2015

Nina Rieger
Galaxy Gaming, Inc.
6767 Spencer St.
Las Vegas, NV 89119

RE: Bonus Craps Upgrade

Dear Ms. Rieger,

We have reviewed the changes made to Bonus Craps. Based on our review of the documentation we received from Galaxy Gaming, Inc., the Washington State Gambling Commission will approve the game for play in Tribal casinos under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Bonus Craps Rules of Play/Dealing Procedures" you provided on April 6, 2015 and are enclosed.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.


Any modifications to this game may affect this approval. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.



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June 29, 2015
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Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing Operations Division

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File



Rules of Play / Dealing Procedures



Galaxy Gaming

6767 Spencer Street | Las Vegas, Nevada 89119 | (702) 939-3254 | FAX: (702) 939-3255
www.galaxygaming.com

There are 3 different wagers available:

- ## THE PLAY

As the shooter rolls numbers; any number other than a seven (7), the boxman or dealer will place a Bonus Craps lammer on the circle indicating that that number was rolled. For example; if the shooter rolls a six (6), a lammer is placed on the circle with the number (6) inside of it. If a number is repeated by the shooter, it has no effect on the wager. When the shooter rolls a seven (7) all bets lose and the lammers are collected by the dealer.





ALL SMALL

This feature consists of a bonus bet in which all of the “Small” numbers (2, 3, 4, 5 and 6) must be rolled before a seven. The bet loses whenever a seven (7) is rolled; including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7. If all of the Small numbers are rolled, the bonus bet will pay 34 to 1 and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Small” numbers are lammered up, the dealer will pay the bettors and take their “Small” bets down. Players may now at the discretion of the casino re-bet the All Small proposition wager or wait for a 7 to be rolled.



ALL TALL

This feature consists of a bonus bet in which all the “Tall” numbers (8, 9, 10, 11 and 12) must be rolled before a seven. The bet loses whenever a seven (7) is rolled, including a seven (7) on the come out roll. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7. If all of the tall numbers are rolled, the bonus bet will pay 34 to 1 and be taken down. The numbers will be marked with lammers to show which numbers have already been rolled. After all of the “Tall” numbers are lammered up, the dealer will pay the bettors and take their “Tall” bets down. Players may now at the discretion of the casino re-bet the All Small proposition wager or wait for a 7 to be rolled.



MAKE'EM ALL (All or Nothing at All)

This bet must be made prior to the come-out roll. This feature consists of all of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 being rolled before any seven (7). This bet loses whenever a seven (7) rolls. After all of the numbers are lammered up, the dealer will pay the bet 175 to 1 and take the bets down. Bonus Craps wagers can only be made if the previous roll was a 7 and/or if all the required numbers have been rolled without a 7.



BONUS Craps BETS ② ③ ④ ⑤ ⑥

⑧ ⑨ ⑩ ⑪ ⑫ **BONUS Craps BETS**

BONUS Craps

COME

① **PAYS DOUBLE** 3 · 4 · 9 · 10 · 11 **PAYS DOUBLE** ⑫

FIELD

DON'T PASS BAR

PASS LINE

HOP BETS

12 to 1	11 to 1	10 to 1	9 to 1	8 to 1	7 to 1	6 to 1	5 to 1	4 to 1	3 to 1	2 to 1	1 to 1
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HARDWAYS

9 to 1	9 to 1	7 to 1	7 to 1
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WHIRL BETS

4 to 1	ANY SEVEN	4 to 1
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HORN BET

30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1	30 to 1
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7 to 1 ANY CRAPS 7 to 1

ALL SMALL MAKE 'EM ALL

ALL TALL

34 to 1